Subject: Re: c&c_dont_fall.mix
Posted by JeepRubi on Sat, 12 Nov 2005 22:09:14 GMT
View Forum Message <> Reply to Message

-Im gunna fix the texture strethcing.
-I need some help with shading and all that sorta stuff.
-The water does have a water texture but for some reason it uses the fog coulour instead.
-The mid air things are supposed to be like that. Makes it look more unreal and imposible. (thats why its a video game.)
-Unless i change the AGT weopons i cant fix that problem. Not sure what to do. (This is when someones opinion comes in handy.)
-I will totally replace the tiberium thing in the side with something less eregular and smooth.
-Originaly it was going to be a fling map but i just dont think it suits this map. Anyway there are pleanty of good non-flying maps that have ramps and stuff.